

# Kaelin Stephens Backend Software Engineer



[kaelin.stephens01@gmail.com](mailto:kaelin.stephens01@gmail.com) ● (435) 709-8813 ● LinkedIn: <https://www.linkedin.com/in/kaelin-stephens-995aa449/>

GitHub: <https://github.com/KaelinStephens>

Codewars: <https://www.codewars.com/users/KaelinStephens>

## Summary

I am a backend software engineer who specializes in elegant readable code, documentation, and combining data platforms for better data access and usage. I thrive in an environment with unique challenges to solve. I am a motivated and enthusiastic individual who craves new in-depth information and the chance to utilize it.

## Skills

- C#, .NET, SQL, Dapper, JSON, REST APIs, JavaScript, HTML, CSS
- Problem solving
- Leadership
- Teamwork
- Test Driven Development, Agile Management Practices, Best Coding Practices, Object Oriented Programming

## Software Development Experience

[Taco Bell Geolocator](#) – C# | .NET Core | SQL | xUnit | Git

- Agile team lead
- Uses CSV file derived from a SQL database
- Finds two farthest Taco Bell locations based on geolocation coordinates from said CSV file
- Test Driven Development to ensure new code acts as it should
- Utilizes Best Practices and good Documentation for readability and refactoring

[KanyeREST](#) – C# | .NET Core | JSON | API | Git

- Simulates a conversation of any length between Kanye West and Ron Swanson
- Calls two alternating APIs with JSON until conversation length is reached
- Practices good Documentation for readability

[Medieval You](#) (*Under Construction*) – C# | .NET Core | JSON | xUnit | Git

- Text adventure game with closed and open-ended prompts to player
- Ensures validation of player input so code does not break
- Responds based on player's input
- Uses JSON to store player and non-player character data
- Implements Agile Management Practices to deploy working prototype before adding features
- Test Driven Development to ensure new code works properly with existing code
- Utilizes Best Practices and good Documentation for readability and refactoring

[Elevator Simulator](#) (*Under Construction*) – C# | .NET Core | xUnit | Git

- Uses multithreading to accurately simulate elevator behavior
- Adheres to safe threading practices
- Implements Agile Management Practices to deploy working prototype before adding features
- Test Driven Development to ensure new code works properly with existing code
- Utilizes Best Practices and good Documentation for readability and refactoring

## Education

Full Stack Software Engineering Bootcamp – TrueCoders

Summer 2021

Bachelor of Arts in University Studies – Brigham Young University - Idaho

Summer 2010

Associates of Art and Science – Big Bend Community College

Spring 2007